Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD 11693.001 Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN TYPE 🔀 (Column 1) (Column 2) OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE OR BASIC FEE **BASIC FEE** 385.00 770.00 FOR NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS arphiminus 20= X\$ 9= X\$18= INDEPENDENT CLAIMS minus 3 = X43= X86= OR MULTIPLE DEPENDENT CLAIM PRESENT +290= +145= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL **TOTAL** OR **CLAIMS AS AMENDED - PART II OTHER THAN** SMALL ENTITY **SMALL ENTITY** OR (Column 3) (Column 1) (Column 2) CLAIMS **HIGHEST** ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE **TIONAL** RATE ENDMENT **AFTER PREVIOUSLY EXTRA** FEE FEE **AMENDMENT** PAID FOR Total Minus X\$ 9= X\$18= ** OR Independent Minus AME X86= X43 =OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT, FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL RATE TIONAL AMENDMENT **AFTER PREVIOUSLY EXTRA AMENDMENT** PAID FOR **FEE** FEE Total Minus X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-O REMAINING NUMBER **PRESENT RATE** TIONAL RATE **TIONAL** AMENDMENT **PREVIOUSLY AFTER EXTRA** AMENDMENT PAID FOR FEE FEE Total' Minus ** X\$ 9= X\$18= OR Independent Minus X43= X86= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT, FEE ADDIT, FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.